

10/620098

143
8-12-00

| | | | | | | |
|----|-----------|------------|-----------------|-----|-----|------------|
| GS | 5,982,445 | 11/9/1999 | Eyer et al. | 348 | 461 | 10/21/1996 |
| | 5,953,076 | 9/14/1999 | Astle et al. | 348 | 584 | 6/12/1998 |
| | 5,894,320 | 4/13/1999 | Vancelette | 348 | 7 | 5/29/1996 |
| | 5,892,554 | 4/6/1999 | DiCicco et al. | 348 | 584 | 11/28/1995 |
| | 5,847,762 | 12/8/1998 | Canfield et al. | 348 | 415 | 12/27/1995 |
| | 5,847,612 | 12/8/1998 | Birleson | 331 | 2 | 8/1/1997 |
| | 5,841,122 | 11/24/1998 | Kirchhoff | 235 | 492 | 5/10/1997 |
| | 5,808,695 | 9/15/1998 | Rosser et al. | 348 | 584 | 12/29/1995 |
| | 5,806,005 | 9/8/1998 | Hull et al. | 455 | 566 | 5/10/1996 |
| | 5,793,416 | 8/11/1998 | Rostoker et al. | 348 | 17 | 21/29/1995 |
| | 5,760,824 | 6/2/1998 | Hicks, III | 348 | 14 | 12/29/1995 |
| | 5,708,961 | 1/13/1998 | Hylton et al. | 455 | 4.2 | 8/18/1995 |
| | 5,613,191 | 3/18/1997 | Hylton et al. | 455 | 3.1 | 7/27/1995 |
| | 5,600,368 | 2/4/1997 | Matthews et al. | 348 | 143 | 11/9/1994 |
| | 5,627,915 | 5/6/1997 | Rosser et al. | 382 | 219 | 1/31/1995 |
| | 5,585,850 | 12/17/1996 | Schwaller | 348 | 388 | 10/31/1994 |
| | 5,485,504 | 1/16/1996 | Ohnsorge | 379 | 58 | 12/30/1994 |
| | 5,448,291 | 9/5/1995 | Wickline | 348 | 159 | 1/20/1993 |
| GS | 5,243,425 | 9/7/1995 | Vance | 358 | 86 | 4/5/1991 |

10/13

FOREIGN PATENT DOCUMENTS

| | DOCUMENT NUMBER | DATE | COUNTRY | CLASS | SUBCLASS | TRANSLATION | |
|--|-----------------|------|---------|-------|----------|-------------|----|
| | | | | | | YES | NO |
| | | | | | | | |
| | | | | | | | |

OTHER PRIOR ART (Including Author, Title, Date, Pertinent Pages, Etc.)

| | |
|----|--|
| GS | <p>Ken Salzberg et al., "Intel's Immersive Sports Vision," Intel Corporation, March 30, 2001</p> <p>Richard Alm, "New Arena a Technical Marvel," The Dallas Morning News, Oct. 15, 2000, pp. 1-6</p> <p>"ChoiceSeat, Live Interactive Event Entertainment," www.choiceseat.com, Oct. 15, 2000 pp. 1-5</p> <p>"Unstrung: The Birth of the Wireless Internet," CIBC World Markets, Equity Research, Oct. 4, 2000, pp. 1-140</p> <p>Brian Bergstein, "Click Me Out To The Ballgame, Web-Wired Stadiums Aim to Spur Evolution of Spectator Sports," Las Vegas Review Journal, Online Edition, Oct. 20, 2000, pp. 1-4</p> <p>Stephanie Sanbon, "Armchair Quarterbacks go Wireless at 3Com Park," InfoWorld, Sept. 29, 2000, pp. 1-2</p> <p>"Peanuts, popcorn and a PC at the old ballpark," www.king5.com, Sept. 28, 2000, pp.1-4</p> <p>Brigan Bergstein, "Having a Ball with Technology, High-Tech Firms Teaming up with Pro Sports Venues," www.abcnews.com, Sept. 27, 2000, pp.1-2</p> <p>Wu et al., "On End-to-End Architecture for Transporting MPEG-4 Video over the Internet," IEEE Transactions on Circuits and Systems for Video Technology, Vol. 10, No. 6, pp. 1-18, Sept. 2000</p> <p>"3Com: Don't Get Up, Sports Fans," USA Today, Tech Report, Aug. 22, 2000, pp. 1-2</p> <p>Scott Boyter, "Product likely to be home run with sports fans," DFW TechBiz, Aug. 21, 2000, pp. 1-3</p> |
| GS | |